

Duke Arena Features Guide v1.00 5-29-2026 Release 2 © DA RTCM nyk, TJ , Corvin

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| Mod: | Duke Arena Beta Demo |
| 1st Released: | 2-28-2000 |
| Final Conversion: | No further work produced |
| Mod authors: | nyk , TJ & co. See da_readme.txt for full team credits. |
| File: | darenabeta.7z (less than 4M) Now includes up to v2.8 con source code! and several extras! |

This MOD is for Duke 1.3d ONLY
(WILL NOT WORK FOR SHAREWARE OR DUKE 1.4/5)

Duke Arena is a Multi-Player Add-On that works properly when in multiplayer or fake multiplayer mode.
Single Player is for some testing.

To Install:

- Install a new copy of DN3D v1.3d and configure it.
- Delete the two stock demo files. (They won't work)
- Extract DA files (un-zip) to your duke folder.
- ~~use the PCI snd patch if you know you need it.~~ (don't do this anymore).
- Run the included installer patcher program; dapatch.exe , select number 1.
- For single player testing run da_single.bat file.
- Select a level and run
This will place you in fake multiplayer mode(with bots) for single player.
g- for Online play read the DA Online FAQ.

Game Add-on Includes:

- The best Duke Match (DM) levels from the original game
- New DM levels
- Capture The Flag levels (CTF)
- King Of the Hill(KOH)
- and many more in the final version.

Please continue reading the individual "game type" notes below to understand how each game works.

Game Types

Many game play possibilities

True CTF

Flag capture

Bring the enemy flag to your base flag to score

Automatic flag reset

after scoring or when recapturing your stolen flag

Duke carrying flag display with flag art

Drop flag command

Can't pick up your own flag

This is a Team based game. The idea is that you have to take a enemy flag back to your flag, if the enemy drops the flag you can warp it back to your base by walking over it. To drop the flag press your night vision button. There are other types of CTF where you have to take a enemy flag back to a capture point and not your flag. And a golden flag which both team can pick up and take back to their capture point or a capture point used by every team. There can also be more than one flag

spawn point, so the flag spawn randomly.
You have to organize a attack and defense.

King of the hill(KoH)

There is a point on the map that you have to stay on, the longer you stay on it the more points you get. Some points can be used by every team and some are team sensitive.

DeathMatch(DM)

These work in the same way as in the original game, leave the menu on "NO TEAMS" to play normally, for the standard duke levels all the enemies have been converted to bots, use the skill level to change the number of bot for the level. I would recommend lowest skill because all the monsters have been turned to bots, and that's a lot of bots:)
Note: Specially designed inventory usage so DM still works exactly the same
For team games, only boots are unusable

Team

DM levels but you select your team via the menu, duke pants show what team your on, and his belt helps you to identify single players. If you choose to use bots, they will be gold bots which attack all teams.

Zone flag scoring

-*Please Note*
Because Duke Arena has so many variations on game types we haven't got enough maps to show off all of these, we hope with your help we can have enough maps to show all of these off by the next release.

Jailbreak

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Hunted

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Making your own CTF levels.

Because this is a Beta version we are giving this out as is, we are not providing any level making support because we want to eliminate the bugs and we don't want other TCs ripping are code. In a Later release we will write a guide describing how to make your own CTF levels.

Features of Duke Arena (DA).

Score boards

- Unlimited numerical score display
- Flag scoring
- Team kills scoring
(The kill recorders can't tell the difference between a suicide and a normal kill, it only records the death)
- Map controlled scoring

New art

- Flag art with team logos
- Decoration art with team logos
- Scoreboard art

Team sensitive abilities

- Duke respawn points *are* team sensitive
- Turrets
- Pigcops
- Doors
- Traps

New maps

(A few warp bugs in some levels. Not all levels support team respawn points)

- CTF
 - Anarchy...
 - HELL BASES FROM SPACE
 - Dam Valley
- KoH
 - SPIN CYCLE
- DM
 - RIPPER VALLEY
- Team

Ladders

With climb sound (to use ladders press jump and duck to climb up and down, space will also make duke climb the ladder.)

Team select:

At the start of every level a menu will appear in front of you (BUG: don't move when the level first starts or the menu may not display correctly) press "use" (space) to change team, leave the team you want highlighted and after a few second the game begins (make sure you have selected your team before the game starts), your pants show your team color and dukes belt helps you identify players (the belt colors are the same as normal DM colors (so player 1 has a blue belt, 2 red, 3 light green, 4 light grey, etc). Above the menu, there is a info window which gives a short description of what you have to do on that map. It's a good idea to decide the teams before the game starts.

BOTS:

We have been allowed to use the code from the Sob-Bots. To select bots you turn monsters on and change the difficulty setting, the higher the difficulty the more bots there are, in DM levels these will shoot anyone. For the third episode (team based games), the bots are team sensitive. Unfortunately the .con code doesn't allow for very advanced bots (as in Quake) but they are better than nothing.

Controlling your bots: go up to a bot on your team a press:

Use (spacebar) = they run off in the direction they are facing and scout around

Use + duck = sets follow mode

Use + jump = camp mode / face you

This control method should be improved by the next release :)

For the standard levels all monsters have been turned to bots, this means a level could contain about 30 bots, and these will attack anyone. For the new maps, there are less bots (4 per team max) and they are team sensitive.

Misc Features Added

- Footstep sound fx
- Dukes have team colors
- Player ID belt to tell who's who on a team /li>

- Fixed Bugs that are 1.3d original bugs (see list below)
- Fixed some cosmetic bugs (see list below)
- Fixed lots of shrink related bugs
- (Possible fix for too many sprites spawned error) (see list below)
- EXE Patcher; Changes some global sounds, the episode names, skill names, and game.con renamed internally. (patching is not required).

Alternative: If you do not want to run the installer/patcher, run DA as follows:

From the Command line: duke3d.exe /xda_game.con

Note: Without the use of the patch footsteps and others sounds will not be heard correctly.

Duke 1.3d Original Bugs Fixed in Duke Arena

- fixed stomp kill spawns a dead duke body that lasts forever (you can't tell)
- fixed? stomped if you respawn by a player (after being stomped)
- fixed hittable while shrunk (queued damage)
- fixed? Unshrink near roof kill
- fixed aim lock into floor if opponent is shrunk
- fixed squished if hit by shrinker while on steroids (if someone is close enough to stomp)

2.2

- fixed stayput pigcopy doesn't stayput after respawn
- fixed 1.3d rotate gun slowly drops

2.3

- fixed removed extra: state getcode caused respawn marker for deleted item or double
- respawn marker (you can't tell)
- fixed 1.3d pipe bomb ammo VS near max pipe bomb (cheat problem)
- fixed 1.3d? cola has ifcanseetarget remed out
- fixed frozen pig cops spawn extra shotguns / armor (cheat problem)
- fixed pig cop unfrozen but checks / runs freeze hit code (so I added a break)
- fixed pig cop exploded / shattered now can respawn (no stomped respawn yet)
- fixed slight chance pig makes roam sound on last turn (added else to ifhitweapon)
- fixed pigcop hitable when shrunk

cosmetic

- fixed 1.3d shattered frozen dukes spawns a dead duke just before player respawns
- fixed water pools underwater (freeze kill)
- fixed underwater explosion kill spawns a dead duke
- fixed? stomp double blood
- fixed exploded dukes spawn blood pools
- fixed turrets have random code it doesn't use

1.3d Bugs NOT fixed or fixable:

- stomp kill if can't see (other layer / thin wall...)
- ifonwater should be no spawn bloodpool
- if restart underwater you start drowning immediatly (a safe mode built in?)
- if freeze egg, when it thaws it becomes an unhatched egg.
- being squashed when not fully shrunk
- liztroop drop pistol ammo (why do they have pistol ammo)
- frozen vs nighvision (battery doesn't run down?)
- Swing door open & run kill
- Explosion higher than you, no damage
- dukes internal run/walk animation bug

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